



## Welcome to Apocalypse Percussion Elements, Powered By Kontakt Player

This mighty collection of aggressive scoring and concert percussion library for the Native Instruments Kontakt platform is a powerhouse, designed for an efficient workflow in even the most demanding professional production environment, with extraordinary detail, sound quality and flexibility. This all-purpose professional drum and cymbal solution has over 40 different drums and over 100 articulations. Built from our grand 25GB flagship - [the Apocalypse Percussion Ensemble](#) - this library is slimmed down to put maximum punch into an efficient and affordable solution for everyone. Focusing on the close mic position and standard single-stroke multisampled articulations, it's designed to be intuitive and easy to play. But weighing in at 4.3 GB uncompressed with 4519 samples, Apocalypse Elements is still a serious beast. You'll find thunderous ensemble and solo bass drums, roaring ensemble and solo toms of all sizes, a massive 8-member snare ensemble and 6 different solo snares ranging from deep 14" wooden bodied snares all the way down to tiny 5" effect snares, ethnic drums of all shapes and sizes, clicks, clacks, hi-hats, stick and mallet rides, crashes, splashes, hybrid China crash, fx cymbals, gongs, tibetan finger cymbals and much more.

Each instrument was recorded in a very close yet wide-sounding microphone array, with each large diaphragm capsule placed within 12 inches of the drum heads to capture all of the deep tonality and resonance and every exquisite detail. We recorded this library in a naturally bright and spacious A-Frame hall using world class Neumann microphones and pristine ultra-quiet Sound Devices recording equipment. We then carefully mixed and mastered each sample by hand to deliver explosive power, unmatched acoustic quality, wide dynamic range, and stunning life-like clarity and presence.

You can use our expressive "Standard" presets for instant access to the full library in a classic percussion array layout. The main Ensemble All preset lets you customize your note mapping for each articulation, or load one of several common drum library mapping standards. You can adjust room release behavior for 4 independent sub-groupings (basses, snares, auxiliary and cymbals). These let you quickly turn this massive hall ensemble into a fat,

clean powerful rock drum kit with the turn of a few knobs. You can also use the front panel controls to tighten, soften and reshape the sound on the fly, with swell, attack, release, offset, tuning, velocity response, and more. And if you need more detail, the individual section presets focus on each section with an expanded palette of normal and flam articulations, sustaining rolls, dynamic crescendos and expressive effects.

We also are proud to introduce our enhanced Megamixer. This kit-building powerhouse allows you to quickly choose from a huge variety of different drums and articulations and load them into 8 modules that you can freely customize. Designed for flexibility and exceptional ram efficiency, it's perfect for designing unique personal kits that you can save and load. We further expand your options with the individual section Mixer presets, with access to the broader range of articulations in each instrument category.

The Tuned 2-Layer presets allow you to create multilayered tuned articulations from any of the articulations for each sub-section. These are ideal for sound design, special effects, or simply turning any of the sounds into a unique tuned percussion instrument. And of course, we included ultra-efficient "Lite" presets for every type to conserve ram and CPU power when you need it.

And we now offer midi loop loading, playback and customization through our Midi playback system within every preset. Choose from 400 hand-crafted midi grooves by a variety of excellent composers and producers included in the library or create your own. You can also choose from a number of major key mapping standards and add commercial midi loops from Groove Monkey and other popular publishers. You can change the bar divisions, switch from half to normal to double-time, add swing, tighten and loosen quantization, transpose and even drag selected midi loops directly into your DAW's timeline.

You'll find the heavily upgraded ARP meta-arpeggiation system (aka the "Uberpeggiator"), with preset saving/loading, humanization, EZ-roll and dozens of other options and features to create dynamic and adaptive grooves and sequences. Every preset also includes our awesome FX rack panel, with lots of multi-effects, compression, EQ, resonant lo-pass filter, distortion, amp/speaker simulation and convolution reverb with dozens of custom impulse responses.

We here at Soundiron are no strangers to epic ensemble and soundtrack scoring percussion. Those who know our work are familiar with the passion, exacting precision and attention to detail we deliver. This library is the culmination of all of our years of experience, distilled into the most comprehensive and earth-shaking hall percussion package available anywhere on the market. We set out to build a monster that punched harder, rumbled deeper, cut through the mix cleaner and got the job done like no other could. We wanted a massive sound and responsive playability, without compromising user flexibility and choice. And it was recorded in the same acoustically-balanced hall as our famous Olympus Symphonic Choir (Mars & Venus), Mercury Symphonic Boychoir, Montclarion Hall Piano, Struck Grand Piano, Cymbology, Anklung and Tuned Artillery libraries, so it blends perfectly with any of them. Apocalypse Elements offers a wide range of uniquely powerful tools that let you personalize the library to your own needs and push it vastly beyond any other cinematic percussion library in its class or price range. With a huge sound and intuitive presets that work right out of the box, this beast gets it done.

[www.soundiron.com/ae](http://www.soundiron.com/ae)

# SOUNDIRON

## Apocalypse Percussion Elements Kontakt Player Edition

52 Kontakt .nki instrument presets  
 4519 Samples  
 4.3 GB Source / 2.19 GB installed (after lossless data compression)  
 24bit / 48kHz stereo source audio  
 400 Midi Grooves  
 Over 100 drum and cymbal articulations  
 Close microphone position for a full, rich sound  
 Customizable key mapping and template design, saving and loading  
 Adaptive meta-arpeggiator system, and DSP Effects Rack  
 Midi Groove loading, playback and customization

### CREDITS

Production, Recording, Editing, Programming  
 Mike Peaslee, Gregg Stephens & Chris Marshall

Systems Design  
 Chris Marshall

Scripting  
 Chris Marshall

UI Design and Artwork  
 Constructive Stumblings, Chris Marshall, Gregg Stephens  
 Mike Peaslee & Dan Tritton

Documentation & Photos  
 Mike Peaslee & Gregg Stephens

#### Midi Grooves

Blake Ewing, Chris Marshall, Dirk Ehlert, Gregg Stephens, Ian Dorsch, Johnny Knittle, Marie-Anne Fischer, Mike Peaslee, Sascha Knorr, Si Begg, Simon Russell, Tino Danielzik, Xiaotian Shi.

#### Team Beta

Adi Goldstein, Arkadiusz Reikowski, Brad Jerkins, Christopher Cutting, Dmitry Selipanov, Jacob Meijer, Marie-Anne Fischer, Max Zhdanov, Michael Maas, Robert Douglas, Rod Abernethy, Ryan Scully, Si Begg, Xiaotian Shi.

#### Special Thanks

Paul Stoughton, Geoff Garnett, Max Adams, Eric Smith, Alan Kleinschmidt and the infinite patience and loving support of our families.

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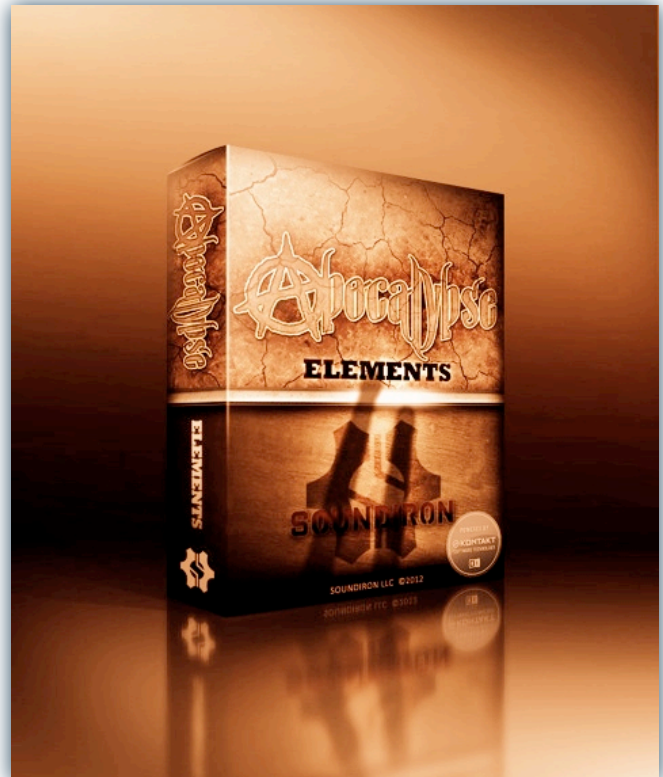
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## Format

All of the sample content is included as encrypted and losslessly compressed NCW audio files that can only be used inside Native Instruments Kontakt. You'll need the Kontakt Player or the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

## Fidelity

This library was recorded in wide stereo at 48kHz / 24bit. This was recorded on location in a live hall. Sonic impurities from outside noise, clothing and hardware movement, building settling and other sounds may be present in the samples. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings.

## System Requirements

Many instrument presets in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

## Download

We provide the Continuata Connect download manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

Don't move, rename, delete or modify any of the files or folders created while downloading. You can move the directory only after you see the Connect status message change to **"INSTALLED"**. Please don't close the downloader while actively downloading, unless you press the pause button first. To resume downloading, press the Resume button. If you need to resume downloading after closing the downloader, run it again with your download code. Then select the same download/installation location on your computer that you originally selected.

If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

## Library Activation

1. If you don't already have Kontakt 5 or the Kontakt 5 Player installed, download the Free Kontakt Player (WIN / OSX) by [Clicking Here](#).
2. Please download and install the Apocalypse Elements library using Continuata Connect or by logging into the manual download area on our site with your web browser and using the direct links. You can find full instructions in your download code email and on the manual download page.
3. Now open Kontakt in stand-alone mode. Make sure that you're logged into your computer as full system administrator with full permissions allowed and all OS and Security restrictions turned off. This is necessary to allow Kontakt and the NI Service Center to activate the product. You usually only need to do this the first time you add and activate this Library.
4. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. Now click the "add library" button at the top.
5. Use the browser pop-up to find your installed "Soundiron Apocalypse Elements" folder.
6. Once the Olympus Elements library module loads into the Libraries viewer, look for the "Activate" button on the right side of the new Apocalypse Percussion Elements library module. Press the button to launch the Service Center and register and activate the library.
7. Find the Apocalypse Percussion Elements listed in the "Activation" tab in the Service Center and enter the serial number you received in your download email. Then press the green "Activate" button at the bottom. Once that's complete, close the Service Center and restart Kontakt. The library should now be installed and ready to use.
8. Once installation is complete, you can browse and load the included .nki presets using the Libraries, Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one.

**Activation issues:** If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry. Also check to make sure that your security software is not preventing Kontakt from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and the NI Service Center.

# APE ELEMENTS ALL

/Instruments/Master/Standard/APE Elements All.nki

This master ensemble preset features all of the primary multi-sampled single-stroke striking articulations for each instrument spread as single trigger keys over the full midi note range, from C-1 (midi note 12) up to F7 (113) for direct access. This preset includes a huge number of samples and can use a lot of voices, depending on how many mic positions are loaded, so we recommend it only for situations where you have plenty of ram and CPU resources to spare. The main control interface has a variety of deep performance controls that allow complete real-time performance customization. There is also a “Lite” version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and other slightly reduced features.

You can adjust the room release behavior for 4 different independent sections (bass, snare, auxiliary and cymbals) with the REL panel. You can create adaptive arpeggiations and simulated drum rolls with the ARP panel (See Page 12). The Hi-Hat, Gong, Ride Cymbal and Ting Shag (finger cymbals) also feature automatic self-damping when you alternate between sustained and damped notes. You’ll also find a virtual all-in-one hi-hat key (default A6) that automatically transition between the different pedal positions from open to closed by midi CC (default CC11).

You can customize the key mapping for each articulation or load mapping presets from a variety of common standards and load and play back midi loops on the Midi/Mapping tab (See Page 6). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 13). And you can assign any midi CC to any knob, button or slider by right-clicking it (command-click on OSX), pressing the “Assign Midi CC” box that pops up and moving any midi controller you wish to assign.



Click the **REL** button in the lower left to open the Room Release pop-up window. Here you can independently control the room release time for each of the four main percussion categories, or press the **Link** button to lock a group of two or more of them together.

## Swell - (CC72)

This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or sculpt crescendos and decrescendos over time.

## Attack - (CC 74)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

## HI-HAT Midi CC - (Default CC11)

This value sets the midi CC that will control the pedal for the special all-in-one hi-hat cymbal articulation. When you play the all-in-one hi-hat key, the CC you assign here will choose how much pedal damping to apply to the sound, and switch between the different articulations ranging from wide-open to clamped tight. This special key is mapped to A6 by default, but you can move it to a different key by using the Midi/Mapping tab at the bottom. (See Page 6)

## Offset - (CC91)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more distant pad-like feel.

## Pitch

This knob controls the amount of pitch shifting, allowing you to globally tune an instrument up or down by +/- 36 semitones.

## Velocity

This attenuates the incoming midi note velocity for all notes. You can increase the relative velocity with this to focus on the louder dynamics or decrease it to focus more on softer dynamics.

## Humanize

This allows you to globally add subtle and organic variability to note velocity, pitch and timing for all incoming midi notes.

## APE ELEMENTS ALL (continued...)

This preset includes a custom key mapping interface that allows you to assign any of the available instrument articulations to any midi key. You can save and load your own custom maps, or chose from a number of different industry standard mapping templates through the Preset drop-down menu. You can also load, playback and manipulate hundreds of Midi drum loops included with this library in the Midi Loop Select interface. Click on the **Midi/Mapping** tab at the bottom of the instrument to open this interface page.



### Midi Loop Select Menu

This menu allows you to load and play back a variety of standard midi drum loops in this library. Use the file browser to select a **.mid** file and double-click to load it.

### Play Button

Press the Play button to start midi playback. You must first load a midi loop by double-clicking on any file. You can skip to another midi loop by double clicking on another midi file or by using the **left** and **right arrow buttons**.

### Drag & Drop Icon

After loading a Midi loop, click the Plus Sign at the top and drag it into any program that allows midi clip pasting, such as a midi track or midi editor in your DAW.

### Quantize

You can quantize or loosen the notes with this knob, using 6 different grid divisions available in the **Grid Size** menu.

### Swing

Add swing to the rhythm with this control. This can create very cool results when used with Quantize and Grid Size.

### Velocity

This attenuates the note velocity for the loop to globally shift everything up or down in dynamic intensity.

### Tempo

You can choose half-time, normal and double-time playback.

### Preset Menu

This allows you to load common drum map templates used by a number of popular drum kit libraries. Apocalypse Percussion Elements is unique and intended for a different purpose than any typical rock drum library. It has a different array of sounds that would make a direct 1:1 mapping ratio for every drum articulation virtually impossible. However, there are plenty of analogous sounds that can work very well with other drum libraries. The flexible control options and variety of sounds we offer make this library a very powerful tool to integrate with your existing creative workflow.

You can also use this menu to load any custom presets that you have created and saved with the **Save** button to the right. You can store 25 user-generated custom drum maps here. The **Delete** button erases any currently selected user-generated drum map. The default maps cannot be deleted.

### Key Edit Box

First, type the midi key you'd like to assign an Articulation to. You can type in a midi note name or number.

### Select By Midi

Or you can turn on the Select By Midi button and play any midi note to choose that key for assignment.

### Instrument Menu

Next, select the Instrument you'd like to assign to the key. This menu always displays the currently assigned instrument for that chosen midi key.

### Articulation Menu

Then, select the specific Articulation you'd like to assign to the key. This menu always displays the currently assigned articulation for the chosen midi key.

# STANDARD SECTION PRESETS

/Instruments/Master/Standard/...

There are 9 standard section presets in addition to the main Apocalypse Ensemble All preset. These each focus on a different percussion section. Each preset includes all of the articulations for that section in its entirety, spread over a wide midi note range, including all single-strokes, flams, rolls, crescendos and other effects. These presets share the same Swell, Attack, Offset, Pitch, Velocity and Humanize control features found in the Apocalypse Ensemble All Preset. We describe those controls in detail on Page 5, so in this section we'll just cover the new material. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 12).

You can load and play back midi loops on the Midi Loops tab (See Page 13). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 14). And You can assign a midi CC to any knob, button or slider by right-clicking it, pressing the "Assign Midi CC" pops-up and moving any midi controller. There is also a "Lite" version of each section preset available in the Lite directory, with fewer round-robins, lower voice limits and other slightly reduced features to conserve resources when needed.



All of the Standard sections are grouped into these main instrument presets:

- Ensemble Bass & Toms
- Ensemble Clacks
- Ensemble Cymbals
- Ensemble Ethnic Drums
- Ensemble Snares
- Solo Bass & Toms
- Solo Ethnic Drums
- Solo Snares



The individual section presets have **multisampled single-note strikes**, which are visible as the **blue** key range in the Kontakt keyboard view.

## Swell - (CC72)

This knob controls volume swelling. In Solo presets with sustaining drum or cymbal rolls, this also controls dynamic layer blending and is also controlled by the Modwheel (CC1).

## Attack - (CC 74)

This knob controls note attack contour.

## HI-HAT Midi CC - (Default CC11)

This is only found in the Apocalypse Ensemble Cymbals preset. It assigns a midi CC to the hi-hat pedal for the special all-in-one hi-hat articulation. When you play keys on F#1 - G1, you can control pedal damping with the CC, ranging from wide-open to clamped tight.

## Offset - (CC91)

This offsets the sample playback start position.

## Release - (CC93)

This sets the room release time globally, allowing you to shape how large or small the space sounds.

## Pitch

This pitches the instrument up or down by up to +/- 36 semitones.

## Velocity

This attenuates the incoming midi note velocity for all notes to increase or decrease dynamic intensity.

## Humanize

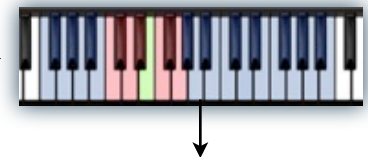
This adds subtle variation to note velocity, pitch and timing for incoming notes.

# MEGAMIXER

/Instruments/Master/Megamixer/APE Elements All Megamixer.nki

The Megamixer is a unique drum kit utility that lets you build your own custom ensembles, using only the ram, sample load and key range required for your custom kit. It's easy to set up and fine tune and you can save and load your kits. The Megamixer now has 8 instrument modules that you can load and customize. You can choose from any of the instruments in the library and then select from all of the same single-stroke multi-sampled articulations that you'll find in the main "Apocalypse Ensemble All" preset. There is also a "Lite" version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and other slightly reduced features for even greater resource efficiency when needed.

Each of the 8 modules has its own volume, velocity attenuation, pan, pitch, room release, root key, key range and tuned/untuned button to switch between "tuned" chromatic and "untuned" monotonimbral modes. You can also globally adjust volume Swell, sample start Offset, note Attack curve and the Hi-Hat pedal control Midi CC for the special all-in-one Hi-Hat articulation, which is active when you've assigned the Hi-Hat "All (CC)" articulation to one of the modules. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 12).



When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The **blue** area shows the full range for the Megamixer. The **red** keys show the assigned Range for the module being currently edited. The **green** key shows the assigned Root Key for the module being edited. The white keys are empty.

## MODULE WINDOWS

Click on the drum graphic window in any module to choose an instrument to load into it. When a module has no sounds loaded, it will display "Select Drum". Click there to select an instrument and then choose the specific articulation you want using the Module Editor area.

### Edit Button

To edit the parameter settings for that module, click the EDIT button for that module. This will display the module's controls in the Module Editor area.

### Volume

This sets the volume for each module.

### Velocity

This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

### Pan

This allows you to place the sound in each module in your stereo field.

### Pitch

This shifts the pitch of sound in each module up & down.

### Release

This sets the room release time for each module.

### Articulation Selection Menu

Click here to select one of the available articulations for the drum you have loaded in each module.

### Tuned/Untuned Button

When Tuned, this causes the notes for the module to be spread chromatically over its assigned key range, relative the "Root Key" setting. Use this to create pitched tom notes or tuned percussion sounds. When Untuned, any note played within a module's assigned key range will play at the same pitch. This is ideal for fast live playing with multiple fingers.

### Root Key

This assigns the root key for the module when the module is in Tuned mode. Type in a value or press the **SET** button and play any key to assign a key as the Root.

### Range

This assigns the playable key range for a module. Modules can have overlapping or shared key ranges. The lower range boundary setting is on the left. The upper range boundary setting is on the right. To change each setting, you can type in a new value or simply press the **SET** button to the side and play any key to assign that as the new value for that boundary.

# SECTION MIXER PRESETS

/Instruments/Master/Megamixer/...

The 8 individual section mixer presets divide the instruments into sub-types, featuring the same content as the corresponding Standard section presets. These allow a similar fast plug-and-play functionality that you'll find in the Standard presets, but they allow more detailed control over each sub-section within the instrument group by dividing instruments into 4 category modules, each with a variety of different independent parameter controls to shape each sound. There is also a "Lite" version of this preset available in the Lite folder, with fewer round-robins, lower voice limits and other slightly reduced features for even greater resource efficiency when needed.

Each of the 4 modules has its own volume, pan, release, velocity attenuation, pan and pitch settings. You can also globally adjust volume Swell, sample start Offset, note Attack curve and the Hi-Hat pedal control Midi CC for the special all-in-one Hi-Hat articulation in the Cymbal Mixer preset. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 12). You can load and play back midi loops on the Midi Loops tab (See Page 13). The FX Rack page includes a wide variety of effects, from EQs, filters and compressors to amp simulation, chorus/flange/phase and convolution reverb (See Page 14).



When viewing the Kontakt keyboard window, we display key coloring to identify active key ranges. The blue area shows the key range for Module 1. The red keys show the range for Module 2. The green keys show the range for Module 3 and the yellow keys show the range for Module 4. You can see matching color-coded borders around the image windows in each module.

The Cymbals Mixer preset also includes rolls and special effects, mapped in the upper key range of the preset located off to the right from the regular multi-samples.

## GLOBAL CONTROLS

### Swell - (CC72)

This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or sculpt crescendos and decrescendos over time. In Solo presets with sustaining drum or cymbal rolls, this also controls dynamic layer blending and is also controlled by the Modwheel (CC1).

### Attack - (CC 74)

This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

### Offset - (CC91)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more a distant pad-like feel.

### HI-HAT Midi CC - (Default CC11)

This is only found in the Apocalypse Ensemble Cymbals preset. It assigns a midi CC to the hi-hat pedal for the special all-in-one hi-hat articulation. When you play keys on F#1 - G1, you can control pedal damping with the CC, ranging from wide-open to clamped tight.

## MODULE CONTROLS

### Volume

This sets the volume for each module.

### Pan

This allows you to place the sound in each module in your stereo field.

### Release

This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

### Velocity

This adjusts midi note velocity up or down when a note is played for each module, allowing you to individually attenuate the dynamic bias for each articulation.

### Pitch

This shifts the pitch of sound in each module up & down by up to +/- 36 semitones.

# TUNED DUAL-LAYER PRESETS

/Instruments/Master/Tuned Dual-Layer/...

The 10 dual-layer mixer presets divide the instruments into sub-types, featuring the same content as the Standard individual drum section and section Mixer presets. These are designed to allow you to focus on a single articulation (or a pair of them) at a time and spread it chromatically as a tuned percussion instrument over the entire key range. Use the drop-down Select menus to choose an articulation for Layer module 1 or 2 and freely adjust the full array of independent controls and key range settings for each layer to create your own unique hybrids. There is also a “Lite” version of each of these presets located in the Lite folder, with fewer round-robins, lower voice limits and other slightly reduced features for even greater resource efficiency when needed.

Each of the two fully independent layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. The KEYS panel allows you to arrange custom key mapping for each of the two modules. You'll also find the ARP pop-up panel to generate dynamic arpeggiation and drum roll simulation (See Page 12).



The KEYS pop-up window provides key range and key-switch control for both module layers.

The **Range** values set the playable key range for each module. Modules can have overlapping ranges.

The **Keyswitch** values set the starting note location for the articulation Select menu key-switches for each layer. The total number of key-switches is defined by the number of available articulations. The **On/Off** buttons disable and hide the key-switches.

To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.



The Kontakt keyboard view displays a **red** keyrange for the module #1 selector key-switches and a **green** range for module #2 key-switches. The **dark blue** range shows the playable note range for module 1 and **light blue** for module 2. The **yellow** range is where the module's playable ranges overlap each other. The black/white inverted keys show the root pitch for each module, depending on current settings of each pitch knob.

## Select Menu

This drop-down menu selects the individual articulation that you would like to load into the module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the “SELECT” label above the menu, then click on the “Assign Midi CC” pop-up that appears and move any midi CC assigned to the same channel as the instrument. To turn off and bypass a module, select **Off**.

Or, you can use the layer selection key-switches to select the articulation via midi. These key-switches are activated and are assigned in the Keys pop-up window.

## Swell - (CC72 & 73)

This smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or shape dynamic rolls, crescendos and decrescendos over time.

## Attack - (CC 74 & 75)

This controls the sharpness of attack.

## Offset - (CC91 & 92)

This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more distant pad-like feel.

## Release - (CC93 & 94)

This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

## Pitch

This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

## Pan

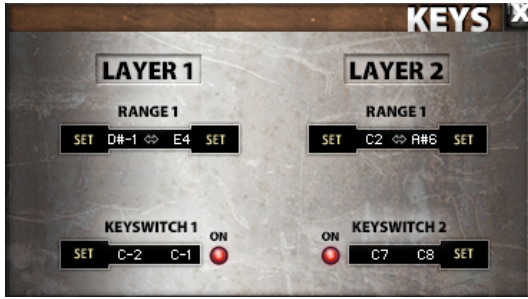
This allows you to place the sound in each module in your stereo field.

## Velocity

This adjusts midi note velocity up or down when a note is played.

# POP-UP CONTROL WINDOWS

The buttons in the lower left corner of each preset access several different types of control windows for different functions, depending on the preset. To open them, click the buttons. To close them, click the button again or press the white X button in the top right corner of the pop-up window.



The **KEYS** pop-up window in the Tuned Dual-Layer presets allows key range and key-switch control for both module layers. To change each setting, you can type in a new value (midi note name or number) directly into each box. Or simply press the **SET** button next to each one and play any key to assign that note as the new value. Please set the values one at a time.

The **Range** values set the playable key range for each layer module. Overlapping ranges are allowed.

The **Keyswitch** values set the starting note location for the articulation Select menu key-switches for each layer module. The total number of key-switches is defined by the number of available articulations. The **On/Off** buttons disable and hide the key-switches.



The **Room Release** ("REL") pop-up window in the main APE Elements All preset allows you to independently control the room **Release** duration for four main percussion groups: Bases, Snares, Cymbals and Auxiliary/Ethnic Drums. Lower values can create the feeling of a close, dry environment while higher values reveal the full natural reverberant sound of our recording hall. Setting these values differently can open creative possibilities and allow you to sculpt unique drum kits.

Press the **Link** buttons to lock two or more groups together.

# ARP POP-UP CONTROL WINDOW

The Arp pop-up panel is an advanced arpeggiation design tool included in nearly all of this library's presets. We also often call this system the "Uberpegiator". You can choose from multiple cycling modes, chord and scale constraints, directional variables, tempos and beat divisions and even set up your own custom arpeggiation velocity step sequences. It's also great for creating simulated drum rolls with the EZ-Roll Mode. You can also save and load your own custom arpeggiation settings using the Save and Load buttons.



## Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

## Hits and Hit % Knobs

Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

## Repeat Setting

This sets the direction of the up or down repeats.

## Rhythm

This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

## Pitch

Sets the pitch up or down in quarter-tone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme stair-step effects and creative groove, tuning and beat alterations.

## Note Order Menu

This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "As Played" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

## Swing

This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

## Duration

This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

## Key Selector Knob

Binds the arpeggiation **scale** you've chosen to a specific key.

## Scale Selector

Binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

## Free/Constrain Button

Limits and adjusts any new note to the currently selected scale and key.

## Velocity Graph Sequencer

This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

## Reset

This button resets all steps in the graph to a default value of 0 (blank).

## Steps

This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

## Velocity Sequencer On/Off

The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

## Save

This "disk" icon button allows you to save your Arp panel settings.

## Load

This "folder" icon allows you to load previously saved Arp panel settings.

# MIDI LOOPS

The Midi Loop Select interface allows you to load, playback and manipulate hundreds of Midi drum loops included with this library. Note that any midi file can be loaded from any preset containing the Midi Loops interface, although the loops were created from specific presets. Many of the included midi files contain the preset name used to create them. Because they are standard midi files, you can also use the Midi loops directly in other software that supports midi clip playback.



## Midi Loop Select Menu

Use the file browser to select and double-click any midi file to load it. This menu allows you to load and play back the midi drum loops that we have included with this library.

## Play Button

Press the Play button to start midi playback. You can skip to another loop by double clicking on another file. Or use the left and right **arrow buttons** to skip to the next or go back.

## Drag & Drop Icon

After loading a loop, click and hold the Plus Sign at the top and drag your cursor into any program that allows midi clip pasting, such as a midi track or midi editor in your DAW.

## Quantize

You can quantize or loosen the notes with this knob, using 6 different grid divisions available in the **Grid Size** menu.

## Swing

Add swing to the rhythm with this control. This can create very cool results when used with Quantize and Grid Size.

## Velocity

This attenuates the note velocity for the loop to globally shift everything up or down in dynamic intensity.

## Transpose

This shifts all midi note values up or down in semitone steps.

## Tempo

You can choose half-time, normal and double-time playback.

## FX RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled **"FX Rack."**



## Effect Types and Controls

### Mod Controls

The Mod FX module features Chorus, Flanger and Phaser effects.

**Power Button** - Toggles the effect on and off.

**Dropdown** - Use this dropdown menu to select the active effect.

**Rate** - This knob controls the Rate of the selected effect.

**Feedback** - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

**Phase** - This knob controls the Phase of the active effect.



**Depth** - This knob controls the depth (intensity) of the selected effect.

**Mix** - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

### Dynamics Controls

The Dynamics FX module is a configurable compressor.

**Power Button** - Toggles the effect on and off.

**Threshold** - This knob controls the volume threshold of the compressor.

**Ratio** - This knob controls the ratio of the compressor. The value is displayed to the right.

**Attack** - This knob controls the attack time of the compressor.



**Release** - This knob controls the release time of the compressor.

**Makeup** - This knob controls the makeup of the compressor.

## FX Rack continued...

### Drive Controls

The Drive FX module features a variety of distortions: Distortion, Screamer, Tape Saturator and De-Rez (Lo-Fi).

**Power Button** - Toggles the effect on and off.

**Dropdown** - Use this dropdown menu to select the active distortion effect.

**Drive** - This knob controls the amount of the distortion effect.

**Volume** - This knob controls the output level of the distortion effect.

**Degrade** - This knob (only available in De-Rez mode) control the amount of bit crushing that the Lo-Fi effect does.



**Low** - This knob (when available) controls the level of low (bass) frequencies.

**High** - This knob (when available) controls the level of high (treble) frequencies.

**Tone** - This knob (only in Screamer mode) controls the tone level of the Screamer effect.

### Amp Controls

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

**Power Button** - Toggles the effect on and off.

**Dropdown** - Use this dropdown to select between the available amp types: twang and jump.

**Volume** - This knob controls the volume output level of the amp sim.

**Drive** - This knob controls the amount of extra gain on the amp simulator.

**Low** - This knob controls gain of low (bass) frequencies.

**Mids** - This knob controls the gain of mid-level frequencies.



**High** - This knob controls the gain of high (treble) frequencies.

**Boost Button** - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

**Presence** - This knob (only available in the Jump amp) adjusts the presence of the effect.

### Cab Controls

The Cab FX module is a configurable cabinet (speaker) simulation effect.

**Power Button** - Toggles the effect on and off.

**Dropdown** - Use this dropdown to select between the available cabinet types including the Rotator cabinet effect..

**Volume** - This knob controls the volume output level of the cabinet sim.

**Air** - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual mic and cab.



**Size** - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

**Fast Button** - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

## FX Rack continued...

### Delay Controls

The Delay FX module is a configurable Delay effect.

**Power Button** - Toggles the effect on and off.

**Rate** - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

**Damping** - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

**Pan** - This knob controls the amount of stereo panning of the delay effect.



**Feedback** - This knob controls the feedback of the delay effect. High values can cause an endless loop.

**Mix** - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduce the dry level.

### Reverb Controls

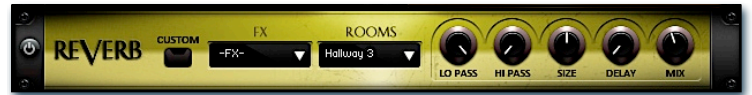
The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects. See Page 3 for details.

**Power Button** - Toggles the effect on and off.

**Custom Button** - Turning this "On" bypasses our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

**FX Menu** - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

**Rooms Menu** - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.



**Lo Pass** - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

**Hi Pass** - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

**Size** - Sets the simulated room size of the convolution.

**Delay** - Sets the amount of pre-delay time before the wet signal is returned.

**Mix** - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduce the dry level.

## INSTRUMENT PRESETS

### Standard

/Instruments/Master/Standard/...  
(See Pages 5 - 7)

#### APE Elements All

This is the master preset featuring the core multi-sampled single-stroke articulations for all basses, toms, snares, ethnic drums, auxiliary instruments, clacks and cymbals. See Pages 5 & 6. The key mapping is fully customizable, but defaults to the following:

Drums C-1 - B4

Cymbals C5 - F7

#### APE Elements Ensemble Bass & Toms

This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms. Mapped from C0 - B1.

#### APE Elements Ensemble Clacks

This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks and frame drums. Mapped from C0 - G1.

#### APE Elements Ensemble Cymbals

Single-stroke articulations for all cymbals. Mapped from C-2 - B2

#### APE Elements Ensemble Ethnic Drums

This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums. Mapped from C0 - G1

#### APE Elements Ensemble Snares

This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes. Mapped from C0 - F1.

#### APE Elements Solo Bass & Toms

This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms. Mapped from C0 - F2.

#### APE Elements Solo Ethnic Drums

This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.

Strikes C0 - G#2

Frame Head Rupture FX A2 - D3 "...there it went."

#### APE Elements Solo Snares

This preset focuses on solo snare drum single stroke, roll and crescendo articulations for 6 different types of snare drums: 13" x 9" deep maple snare, 13" Black Beauty, 13" metal piccolo snare, 10" birch snare, 7" effect snare, 5" single-head effect snare. Mapped from C0 - C#3.



## Megamixer & Section Mixers

/Instruments/Master/Megamixer/...  
(See Pages 8 & 9)

### APE Elements All Megamixer

This is the master preset featuring the core multi-sampled single-stroke articulations for all basses, toms, snares, ethnic drums, auxiliary instruments, clacks and cymbals. The key mapping is fully customizable. See Page 8.

### APE Elements Ensemble Bass & Toms Mixer

This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms.

Basses C0 - F1

Low Toms F#1 - D#2

High Toms E2 - B2

Rim Clacks C3 - G3

### APE Elements Ensemble Clacks Mixer

This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhols, djembes, doumbeks, sticks and frame drums.

Low C0 - G0

Lower-Mid G#0 - D#1

Upper-Mid E1 - B1

High C2 - A2

### APE Elements Ensemble Cymbals Mixer

Single-stroke articulations for all cymbals.

Ride C-2 - F-2

Crash F#-2 - A-1

Hi-Hats A#-1 - G1

Ting Shag Finger Cymbals G#1 - G2

Gong G#2 - B2

### APE Elements Ensemble Ethnic Drums Mixer

This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums.

Dhols C0 - D#1

Frame Drums E1 - G1

Doumbeks G#1 - G2

Riqs & Dafs G#2 - D#3

### APE Elements Ensemble Snares Mixer

This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes.

Sticks C0 - F0

Brushes F#0 - F1

Snares Off F#1 - B1

Rim Clacks & Drumstick Clicks C2 - B2

### APE Elements Solo Bass & Toms Mixer

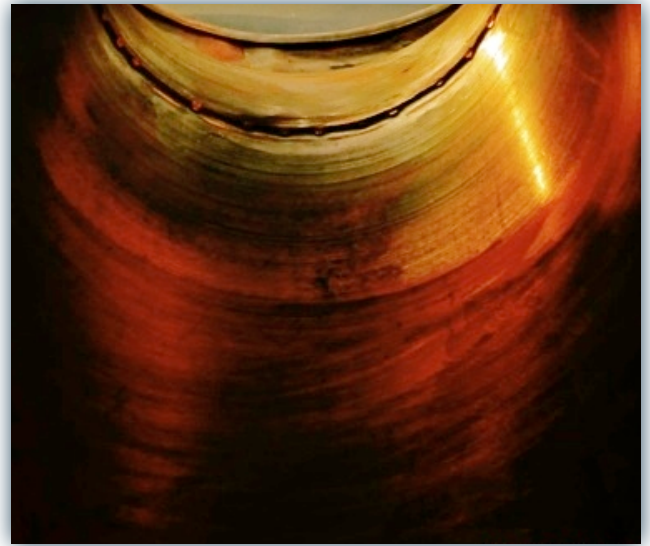
This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms.

Bass Drums C0 - D#0

Floor Toms E0 - G0

Mid Toms G#0 - D#1

High Toms E1 - F2



**APE Elements Solo Ethnic Drums Mixer**

This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.

Frame Drums C0 - B0

Bongos C1 - F1

Cajon F#1 - B1

Frame Head Rupture FX C2 - D3

**APE Elements Solo Snares Mixer**

This preset focuses on solo snare drum single stroke, roll and crescendo articulations for 6 different types of snare drums.

10x9" Deep Maple (Snare 1) C0 - A0

13x6" Black Beauty (Snare 5) A#0 - F1

10x8" Birch & 13" x 4" Piccolo (Snares 3 & 4) F#1 - F2

7x3" FX & 5x2" FX (Snares 2 & 6) F#2 - C#3

**Tuned Dual-Layer**

/Instruments/Master/Tuned Dual-Layer/...

(See Page 10)

**APE Elements Ensemble Bass & Toms Tuned**

This preset focuses on the Ensemble Bass Drums and Ensemble Floor Toms, Mid Toms and High Toms.

**APE Elements Ensemble Clacks Tuned**

This preset focuses on all of the wooden and metallic stick, rim, edge, and drum body clacks played on bass drums, toms, snares, dhol, djembes, doumbeks, sticks and frame drums.

**APE Elements Ensemble Cymbals Tuned**

Stick and Mallet strike articulations for all cymbals.

**APE Elements Ensemble Ethnic Drums Tuned**

This preset focuses on the Ensemble Ethnic Percussion, featuring Dhol Drums, Frame Drums, Doumbeks, Djembes, Dafs and Riq Drums.

**APE Elements Ensemble Snares Tuned**

This preset focuses on the Snare Drum Ensemble, featuring 8 different snare drums of all shapes and sizes.

**APE Elements Solo Bass & Toms Tuned**

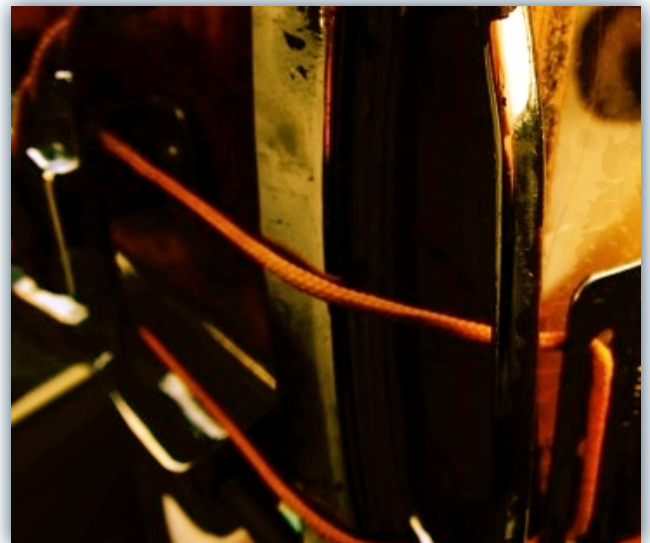
This preset focuses on the Solo Bass Drums, Floor Toms, Mid Toms and High Toms.

**APE Elements Solo Ethnic Drums Tuned**

This preset focuses on the Solo Ethnic Percussion, featuring Frame Drums, Bongos and Cajons. These also feature a special sample set that captures the process of destroying one of our large frame drums, resulting in an increasingly buzzy, aggressive snapping quality.

**APE Elements Solo Snares Tuned**

This preset focuses on solo snare drum single stroke articulations for 6 different types of snare drums: 13" x 9" deep maple snare, 13" Black Beauty, 13" metal piccolo snare, 10" birch snare, 7" effect snare, 5" single-head effect snare.



# Apocalypse Percussion Elements

## COMPLETE DRUM & ARTICULATION LIST

### ENSEMBLE DRUMS

#### Bass Drum Ensemble

Strike 1  
Strike 2  
Strike 3  
Strike 4  
Strike 5  
Rim  
Clack

#### Tom Ensemble

High Strike  
Mid-High Strike  
Mid Strike  
Mid-Low Strike  
Low Strike

#### Snare Ensemble

Stick Center Tight  
Brush Center Tight  
Stick Edge Tight  
Snares Off Center Tight  
Stick Rim Tight

#### Dhol Ensemble

Bass Dagga Strike  
High Tihli Strike  
Side Dagga Clack  
Rim Tihli Click

#### Frame Drum Ensemble (Bodhrans)

Strike Tight  
Strike Flam

#### Riq & Daf Ensemble

Riq & Daf Strike Center  
Riq & Daf Strike Edge

#### Doumbek Ensemble

Head Strike 1  
Head Strike 2  
Metal Rim Click

#### Drum Stick Ensemble

Shoulder Click  
Shank Clack

#### Crash Cymbal Ensemble

Low Crash Strikes  
High Crash Strikes

### SOLO DRUMS

#### Solo Bass Drum

Strike Front  
Strike Back

#### Solo Floor Tom

Strike 1  
Strike 2

#### Solo Mid Tom

Strike 1  
Strike 2  
Strike 3  
Strike 4  
Rim

#### Solo High Tom

Strike 1  
Strike 2

#### Solo Roto Tom

Strike 1  
Strike 2  
Strike 3  
Strike 4

#### Solo Frame Drums (Bodhran)

Frame Strike 1  
Frame Strike 2  
Frame Strike 3  
Frame Strike 4  
Frame Smash

#### Solo Bongos

Low Strike  
High Strike

#### Solo Cajon (w/wires)

Low Strike  
High Strike

#### Solo Snare 1 (Maple 13x9")

Center  
Edge  
Rim Shot  
Sidestick  
Snares Off

#### Solo Snare 2 (5x2" FX snare)

Snares On  
Snares Off

#### Solo Snare 3 (10x8" birch)

61 Center  
62 Edge  
63 Rim  
64 Wires Off

#### Solo Snare 4 (13x4" piccolo)

65 Center  
66 Edge  
67 Wires Off

#### Solo Snare 5 (14x6" Black Beauty)

68 Center  
69 Wires Off

#### Solo Snare 6 (7x3" FX snare)

Snares On  
Snares Off

### CYMBALS

#### Ride 1 (Sticks)

Strikes  
Choke

#### Ride 2 (Suspended w/ Mallets)

Strikes

#### Crashes

Crash Strikes (17")  
China Strikes (19")  
Hybrid-Crash Strikes (16")  
Small Crash (14")

#### Splashes

Trash Splash (6")  
Rippled Splash (7")  
Small Splash (8")  
Large Splash (10")

#### Hi-Hats

Closed Bell (Fully-Clamped)  
Closed Tight  
Closed  
Semi Closed  
Semi Open  
Open  
Wide Open  
Foot-Pedal Full Down  
Foot-Pedal Full Up  
Foot-Pedal Closed

#### Ting Shag (Finger Cymbals)

Strike Open Ring  
Back  
Stike Choke  
Clap  
Cup  
Fast Scrapes

#### Gong (38")

Mallet Strike  
Choked Strikes

# Apocalypse Percussion Elements

## SOUNDIRON DEFAULT DRUM MAPPING

|     |      |                      |      |     |                           |
|-----|------|----------------------|------|-----|---------------------------|
| 12. | C-1  | Ens Bass Hit 1       | 63.  | D#3 | Ens Snare Wires Off       |
| 13. | C#-1 | Ens Bass Hit 2       | 64.  | E3  | Ens Snare Stick Rim       |
| 14. | D-1  | Ens Bass Hit 3       | 65.  | F3  | Ens Snare Wires Off       |
| 15. | D#-1 | Ens Bass Hit 4       | 66.  | F#3 | Solo Snare 1 Stick Edge   |
| 16. | E-1  | Ens Bass Hit 5       | 67.  | G3  | Solo Snare 1 Stick Center |
| 17. | F-1  | Ens Bass Rim         | 68.  | G#3 | Solo Snare 1 Rim          |
| 18. | F#-1 | Ens Bass Clack       | 69.  | A3  | Solo Snare 1 Sidestick    |
| 19. | G-1  | Solo Bass Hit 1      | 70.  | A#3 | Solo Snare 2 Center       |
| 20. | G#-1 | Solo Bass Hit 2      | 71.  | B3  | Solo Snare 2 Edge         |
| 21. | A-1  | Solo Bass Hit 3      | 72.  | C4  | Solo Snare 2 Wires Off    |
| 22. | A#-1 | Ens Toms Hit 1       | 73.  | C#4 | Solo Snare 3 Center       |
| 23. | B-1  | Ens Toms Hit 2       | 74.  | D4  | Solo Snare 3 Edge         |
| 24. | C0   | Ens Toms Hit 3       | 75.  | D#4 | Solo Snare 3 Rim          |
| 25. | C#0  | Ens Toms Hit 4       | 76.  | E4  | Solo Snare 3 Wires Off    |
| 26. | D0   | Solo Floor Tom Hit 1 | 77.  | F4  | Solo Snare 4 Center       |
| 27. | D#0  | Solo Floor Tom Hit 2 | 78.  | F#4 | Solo Snare 4 Edge         |
| 28. | E0   | Solo Mid Tom Hit 1   | 79.  | G4  | Solo Snare 4 Wires Off    |
| 29. | F0   | Solo Mid Tom Hit 2   | 80.  | G#4 | Solo Snare 5 Center       |
| 30. | F#0  | Solo Dhol Hit 1      | 81.  | A4  | Solo Snare 5 Wires Off    |
| 31. | G0   | Solo Dhol Hit 2      | 82.  | A#4 | Solo Snare 6 Center       |
| 32. | G#0  | Solo High Tom Hit 1  | 83.  | B4  | Solo Snare 6 Wires Off    |
| 33. | A0   | Solo High Tom Hit 2  | 84.  | C5  | Ride 1                    |
| 34. | A#0  | Solo High Tom Rim    | 85.  | C#5 | Ride 1 Choke              |
| 35. | B0   | Roto-Tom 1           | 86.  | D5  | Ride Mallet               |
| 36. | C1   | Roto-Tom 2           | 87.  | D#5 | Crash 1                   |
| 37. | C#1  | Roto-Tom 3           | 88.  | E5  | Crash 2                   |
| 38. | D1   | Roto-Tom 4           | 89.  | F5  | Crash 3                   |
| 39. | D#1  | Ens Dhol Bass        | 90.  | F#5 | Crash 4                   |
| 40. | E1   | Ens Dhol Snare       | 91.  | G5  | Splash 1                  |
| 41. | F1   | Ens Dhol Clack       | 92.  | G#5 | Splash 2                  |
| 42. | F#1  | Ens Dhol Rim         | 93.  | A5  | Splash 3                  |
| 43. | G1   | Ens Frame Hit 1      | 94.  | A#5 | Splash 4                  |
| 44. | G#1  | Ens Frame Hit 2      | 95.  | B5  | HH Tight                  |
| 45. | A1   | Solo Frame 1         | 96.  | C6  | HH Closed                 |
| 46. | A#1  | Solo Frame 2         | 97.  | C#6 | HH Semi Closed            |
| 47. | B1   | Solo Frame 3         | 98.  | D6  | HH Semi Open              |
| 48. | C2   | Solo Frame 4         | 99.  | D#6 | HH Open                   |
| 49. | C#2  | Ens Riq Hit 1        | 100. | E6  | HH Closed (Bell)          |
| 50. | D2   | Ens Riq Hit 2        | 101. | F6  | HH Wide Open              |
| 51. | D#2  | Ens Doumbek Hit 1    | 102. | F#6 | HH Pedal Close            |
| 52. | E2   | Ens Doumbek Hit 2    | 103. | G6  | HH Pedal Down             |
| 53. | F2   | Ens Doumbek Metal    | 104. | G#6 | HH Pedal Up               |
| 54. | F#2  | Solo Bongo Hit 1     | 105. | A6  | HH All (CC4)              |
| 55. | G2   | Solo Bongo Hit 2     | 106. | A#6 | Ting Strike               |
| 56. | G#2  | Solo Cajon Hit 1     | 107. | B6  | Ting Back                 |
| 57. | A2   | Solo Cajon Hit 2     | 108. | C7  | Ting Choke                |
| 58. | A#2  | Ens Sticks Hit 1     | 109. | C#7 | Ting Clap                 |
| 59. | B2   | Ens Sticks Hit 2     | 110. | D7  | Ting Cup                  |
| 60. | C3   | Ens Snare Stick Ctr  | 111. | D#7 | Ting Scrape               |
| 61. | C#3  | Ens Snare Brush Ctr  | 112. | E7  | Gong Strike               |
| 62. | D3   | Ens Snare Brush Edge | 113. | F7  | Gong Choke                |

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